IN THE CLAIMS:

1. (Currently Amended) A method for processing a packet exceeding a predetermined size 64 bytes received from a physical layer by a MAC (Medium Access Control) layer of an Ethernet to be transmitted to a switch, the method comprising the steps of:

receiving a packet from the physical layer and transmitting the packet to a switch;

detecting for an error while transmitting the packet;

upon detection of the error, stopping the transmission of the error-packet <u>in which</u>

the error is detected to the switch without waiting for a complete reception of the entire

error-packet <u>in which the error is detected</u>; and

transmitting a signal indicating an occurrence of the error and a signal indicating an end of the packet to the switch.

2. (Currently Amended) A method for processing a packet exceeding a <u>64 bytes</u> predetermined size received from a physical layer by a MAC layer of an Ethernet, wherein the received packet is stored in a memory for an eventual transmission to a switch, the method comprising the steps of:

receiving a packet from the physical layer, storing the received packet in the memory, and transmitting the received packet to the switch;

detecting for error while receiving the packet;

upon detection of the error, stopping the storage of the error-packet in which the

<u>error is detected</u> in the memory and the transmission of the <u>error</u>-packet <u>in which the error is</u>

<u>detected</u> to the switch without waiting for a complete reception of the <u>error</u>-packet <u>in which</u>

<u>the error is detected</u>; and,

transmitting a signal indicating an occurrence of the error and a signal indicating an end of the received packet to the switch.

- 3. (Currently Amended) The method as claimed in Claim 2, wherein the method further comprising the step of preparing to receive a next packet from the physical layer after receiving the error-packet in which the error is detected.
- 4. (Original) The method as claimed in Claim 2, wherein said memory comprises a FIFO (First-In, First-Out) memory.
 - 5. (Cancelled).
 - 6. (Cancelled).